"Eight is Enough" Swiss Team Format
Created by Mary Oshlag

The "Eight is Enough" team format was created by Mary Oshlag in 2008. Its plan is simple and brilliant, as the guidelines for team creation "level the field" among the teams. The result is a competitive, fun event for all participants.

Every 4-person team has players whose combined rating totals no more than 8:

Team Members	Masterpoints®
• Flight A players count as 3 points	All players > 2500
• Flight B players count as 2 points	750 - 2499
• Flight C players count as 1 point	0 – 749

(Actual point limits per-flight are assigned by the sponsor, according to the known field.)

If a team has two A players, then its other two members must be C:	3+3+1+1 = 8
With one A and one C, the other two could be B players:	3+1+2+2 = 8
Or a team could be comprised of four B players:	2+2+2+2 = 8

(A team could have fewer than 8 points, but never greater than 8.)

If your club wishes to hold an "Eight is Enough" game including a flight that has a top limit, you may do that by including an +MPLIMIT=*nnnn*+ in your game. Example:

Team Members	Masterpoints®	
• Flight A players count as 3 points	500 - 1000	Include in the description
• Flight B players count as 2 points	100 – 499	field of this team game:
• Flight C players count as 1 point	0 – 99	+MPLIMIT=1000+

Set up the game as a Swiss, and ask your teams to be ready to report to you their players by flight/points. Some clubs are going to want pre-registration, others will monitor teams on the way in. *(At this writing, no +allavail+ or +LT=X+ or stratification is yet available to Swiss games.)*

And have fun! That's the bottom line, as Mary Oshlag would have wanted it. *We miss you, Mary.*